Here we look at some more turnabouts. Some are probably too tricky to be risking in a serious game. But I bet that Macka used some of em.

**TurnAbout 6A**

This turnabout is actually one that would be ok out near mid-cushion, but it is even friendly near the side-cushion, kuzuken use TurnAbout 1 if u stuff-up.

U havta hit the red very thin, and u havta take the qball throo az far az u dare. A thin half-ball with running-side duz the trick. The yellow hazta go past the red, az shown. The uzual stuff-up iz to hav the yellow kiss the red. This will stop the yellow and bump the red out, giving a cover (& u will need to use the side-cushion next shot).

But, played well, u will leve an eezy direct cannon (shown), albeit thin.

**TurnAbout 6B**

Here iz the same pozzy, but with the qball closer to the cushion.

On this angle it iz eezy to take the yellow past the red without risk of a kiss. The down-side iz that (on this angle) we carnt get the qball east of the red. So, we know that we havta bump the yellow well ahead. So, we hit the yellow half-ball, with check-side, to take it further.

**TurnAbout 6C**

Here the qball iz a little further from the cushion. The pozzy looks ok, but it iz deceptiv. It iz almost impossible to play this sort of turnabout here. Koz it iz close to ok, u will be tempted to use soft-screw, or a little swerve. But, uken try anything u like and u will fail. U will get the red too thick, or the yellow will kiss the red, but uzually u will get both. It's simple geometry. At close range, a few mm'z add up to a lot of degreeez.
**Turn About 7A**

This one needz the side-cushion -- it's not az hard az it looks. Everything hazta be spot-on -- the contacts on yellow and red, and the pace of both yellow and red. The red hazta hit just inside the jaw. At this range there iz a large margin-for-error, but be careful all the same. The distance from the side-cushion iz perfekt, u don't want to be further (the margin-for-error iz poorer) and u don't want to be closer. I could show lots of variationz needing a little check-side or running-side (to giv the red a good line), but u know all that stuff.

**Turn About 7B**

The same pozzy az 7A, but the yellow iz on the cushion. We hit the yellow thinner. Even so, the red gets a lot of the jaw, but it still goze to good pozzy (off the top-cushion). Some check-side may help to giv the red a good line. And we havta hit hardish, koz the double-kiss takes pace off the yellow.

**Turn About 7C**

The same pozzy az 7B, but the qball iz well out. If we try to play thinnish on yellow, the double-kiss will giv the red a good line. But this iz a trap -- if u try to hit the yellow thin, u will hit the red first. Anyhow, luckily, here we havta hit the yellow thickish, and hardish, koz the double-kiss robz much of the yellow'z pace.
**TurnAbout 8**

Here we stun off yellow, sending yellow just left of the FCJ-Spot. The main thing iz to graze the red az thin az possible. In other pozzyz u may need to screw back onto the red, etc etc.

**TurnAbout 9**

Here we follow throo, grazing the yellow. The main thing iz to take care of the line taken by the red. This should be just inside the end of the jaw, ie just left of the tangent point. In other pozzyz u may need to screw back onto the red, etc etc.

**TurnAbout 10**

This iz another one that would be ok near mid-cushion. But, it's a ticklish & flukey pozzy for sure. The main thing iz the size of the gap between the yellow and cushion. U havta graze the yellow az thinnish az possible. In some pozzyz u would need to get the yellow before the cushion. Or u may havta uze check-side or running-side.
**TurnAbout 11A**

Here we double the red off the cushion into nice pozy.

We use feel to judge the correct contact on red, and the correct contact on the jaw.

For accuracy, the shot should be played by reeching over the western side-cushion.

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**TurnAbout 11B**

Here’z a vairation of 11 A.

This time we havta use lots of check-side.

The uzual stuff-up iz to hit the red too thick, and to use too little side-spin.

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**TurnAbout 12**

The yellow needz to be hit just left of the J-Spot.

If in trouble, uken try to set up this sort of pozy. It needz a large gap between red&yellow.

U will hav to hit down, due partly to the cushion, az shown.
**TURNABOUT 13A**

Ok, here’z how Macka probably didit. Let’s start with run-along AA pozzy.

Now, its uzually eezyer to turn-about if we ken get the ballz out further.

So, we play a crisp ¼ ball on yellow, with check-side, to leev 13B. The ¼ ball givz a larger Deflexion Angle, & the check-side keeps the qball from leaking south.

**TURNABOUT 13B**

It would be nice to hav perfikt pozzy, like 6A, where u could just roll the pilizz every shot, maybe uzing some side. But, the reality iz that most of the time Macka would get something like 13B.

Here Macka hazta play a thinish screw, to leev 13C. The main thing iz to graze red az thinnly az u dare. Right-hand-side ken make this eezyer to judge. And, the thin contact keeps yellow from leaking too far east.

Praktis theze thin-screwz & u acquire feel. Feel iz better than judgement.

**TURNABOUT 13C**

Macka now haz 3 optionz.

1. The thick run-throo.
2. The thinnish cannon.
3. A cushion-cannon.

The main problem with 1 & 2 iz that a right-hander haz to reeech out&back, or uze her left hand, or uze the rest. So, compare this sequence to otherz. Having the thin-screw up ya sleev makes it the eezyest by far. Its like having your own key to Macka’z billiard room.
Here i reckon Macka would bump the red well ahead, to leev 14B. Don't bump yellow too close to the cushion.

Here iz that thin-screw again. Graze red az thinnly az u dare, leaving 14C. Its amazing how thin u havta hit yellow to stop it from going too far east & hitting the red.

This will uzually be a red-first cannon. Anyhow, this iz another very eezy sequence. The thin-screw iz the key. It ken make a mug feel like Macka. But, right-handerz should practis all of this near the left top-pocket, mirror-image, koz that's where it will be of most use. Practis the mirror-image of the thin-screw, the key shot.
Here i reckon Macka would play fullish on red, with lotsa left-hand-side, to leev 15B. The left-hand-side helps to get the yellow off the cushion. And it keeps the qball west of yellow.

The key shot again. A thin-screw. Chalk-up.

Here the run-throo iz just on. But perhaps u would prefer the cushion-cannon. Make sure u praktis theze. Its amazing how u havta aim further left than u think.
Here u havta play thin on yellow with right-hand-side. The main thing iz to make sure that the yellow duznt get to the red before the qball duz. Play softish to leev something like 16B.

With luck u may hava simple rolling half-ball with left-hand-side or right-hand-side. But, more likely, u will need a thick stun-shot. These are more difficult than a thin-screw. So, u may be inclined to try the eezyer swerv-shot.

This leev allowz three optionz.
**TurnAbout 17A**

Play a slow thin 1/4 ball, to leev 17B.

**TurnAbout 17B**

A thick half-ball with right-hand-side will leev 17C. U shouldn’t need anything fancy, unless u stuffed-up 17A.

**TurnAbout 17C**

Here we hav our uzual three optionz.
**TURNABOUT 18**

Here’z another one for the book. Here we hit red first. It’s a good backup for when TURNABOUT 13 goze haywire.

*The Times, 4 Dec 1919.* Lindrum .... had begun a run of cannons on the top cushion & was playing towards the right side of the table. This is not the most suitable side, as Lindrum is a left-handed player, but just before he reached the pocket he played a little flick cannon, driving the first object ball on to the side cushion & cleverly reversed the position.

**TURNABOUT 19**

This iz just another verzion of TurnAbout 8.

U should hav another look at all of the tricky onez, koz they are all useful if u get into trouble.

**TURNABOUT 20**

This sortev pozzy kumz up lots. And i could write a whole chapter on it.

Here uze lotsa right-hand-side to clear the red to the west.

U should praktis varyationz, ie different anglez & gaps etc. The main thing iz to avoid the yellow kissing the red twice. Get a feel for what iz needed to maximize ya chancez of getting good nursery cannon pozzy.